

ABSTRACT

A gaming machine has a display and a game controller arranged to control images of symbols displayed on the display. The game controller is arranged to play a game wherein at least one random event is caused to be displayed on the display. If a predefined winning event occurs, the machine awards a prize. The gaming machine further comprises a selector applicable to a game feature where, upon a trigger condition occurring in a base game, a player is afforded an opportunity of predicting an outcome of the feature and, if the player's prediction is correct, a bonus is awarded to the player.